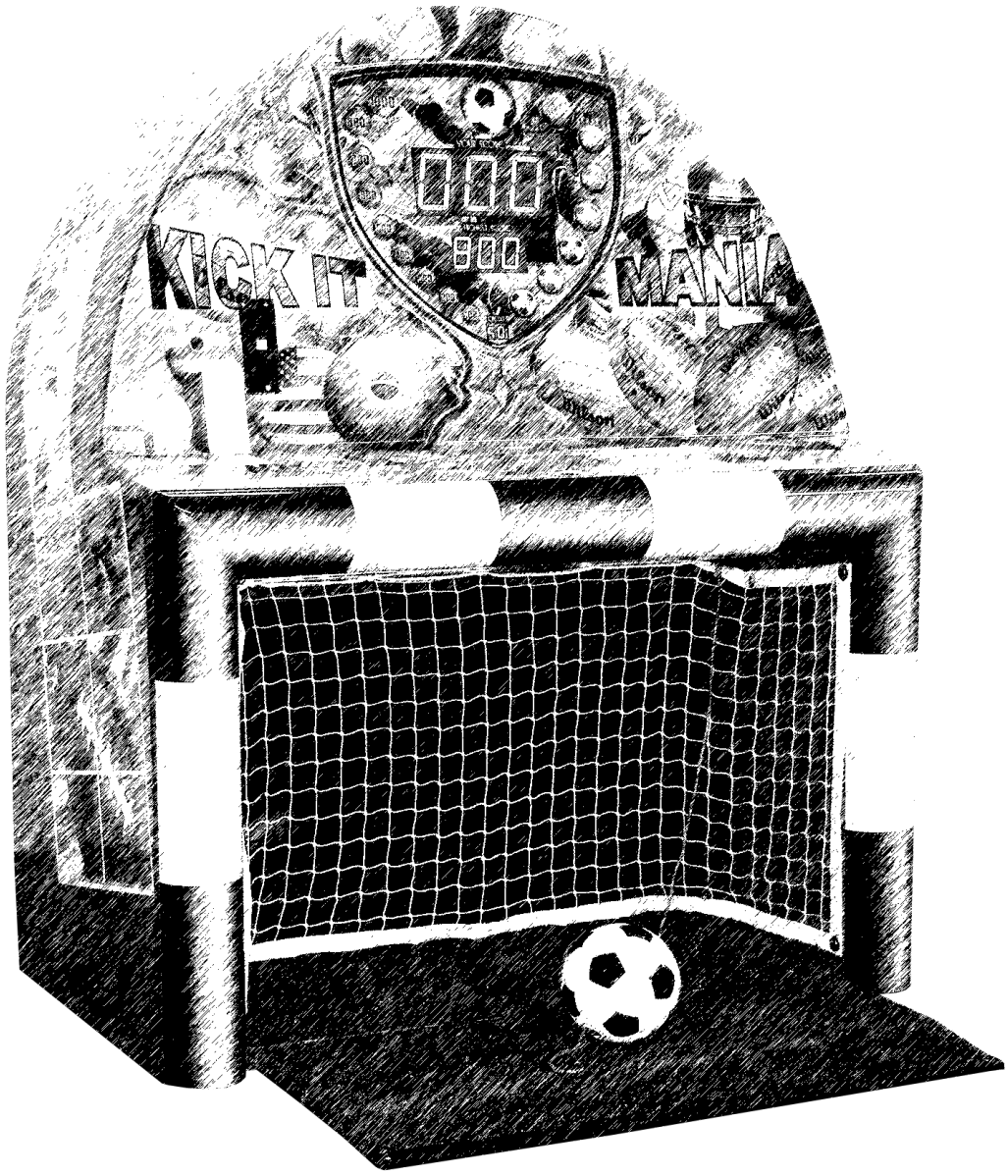
SOCCERMANIA

User manual



KRISS SPORT

SOCCERMANIA

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INTRODUCTION

Kick-It Mania is a fully computerized coin-operated strength-testing machine used for amusement and entertainment. Kick-It Mania may be used in bars, pubs, amusement parks and other places of entertainment.

Kriss-Sport made sure all the components used for production as well as the machine itself are made of best quality components and are safe for both in-and outdoor use.

SAFETY

READ THIS INSTRUCTION CAREFULLY BEFORE YOU USE THE MACHINE.

WARNING

Safety precautions that must be taken to avoid a potential risk of injury:

-Players should not play after drinking alcohol.

-Players should be informed that they play at their own risk.

-Switch off and disconnect the electrical power supply before opening doors or working on the machine.

-To prevent electrical shock, the game must be connected to a grounded electrical outlet.

CAUTION

Precautions that must be taken to avoid damage to equipment. The following Warnings and Cautions should be heeded when operating Kick-It Mania:

-Maintenance and repair operations should be carried out only by suitably skilled and qualified persons.

-To maintain the safety of the machine, and the warranty, use only approved parts. The use of other parts or non-approved modifications to the machine could be hazardous, and might void your warranty.

SOCCERMANIA

Waranty terms

Kriss-Sport warrants that the Kriss-Sport Soccermania will be free from defects in electronics (mainboard, power supply, coin acceptor and bill acceptor) and ball-release mechanism (in autoball spec.) for a period of two years from the date of shipment. Warranty terms do not cover parts not included above.

Definition of defect:

Regarding mechanism: it will be considered as defective if un welding or breaking takes place during the warranty period. It does not include scratching or rubbing out of any metal part which results from heavy usage of a mechanism.

Regarding electronics: it will be considered as defective if any connection between subcomponents on a particular board fails or any of them stops working itself. It does not include damages which occurred due to misuse, unauthorized connection or modifications.

Should the product prove defective during the warranty period, Kriss-Sport, at its option, shall:

- Repair the defective part by means of telephone support or depot service at no charge for parts of labor.

- Replace the defective part with a comparable product which may be new or refurbished.

Provided that:

- Kriss-Sport is informed of the defect immediately after it occurred. The faulty part should she dispatched to Kriss-Sport as soon as possible.

- Kriss-Sport diagnoses the defects were not caused by improper use, neglect, unauthorized modifications, repair, setup or testing.

- Only parts recommended and approved by Kriss-Sport are covered by Kriss-Sport Terms of Warranty.

UNDER NO CIRCUMSTANCES SHALL KRISS-SPORT BE HELD RESPONSIBLE FOR LOSES IN PROFIT, USAGE OR ACCIDENTAL SERIOUS DAMAGE TO THE MACHINE!

SOCCERMANIA

Machine description

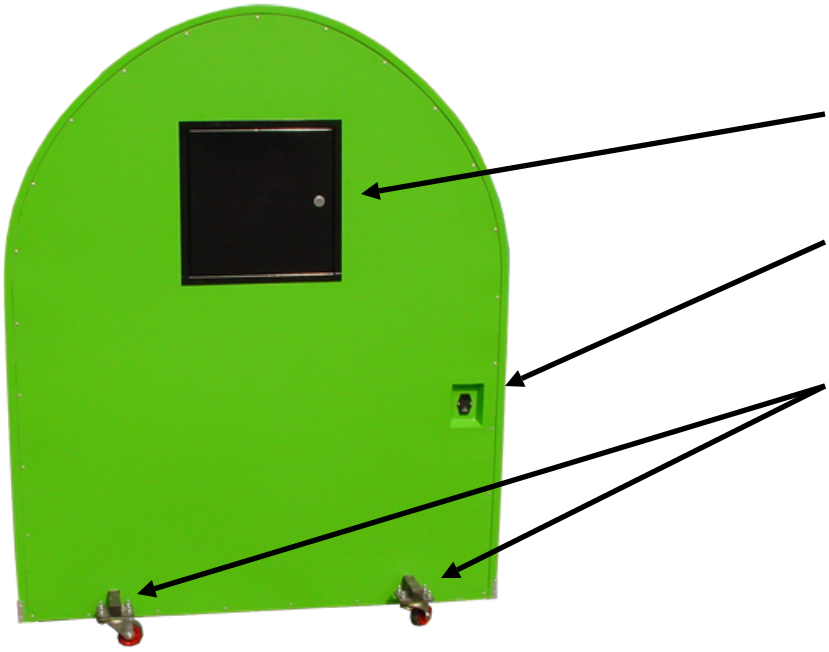
‘Your Score’ Display

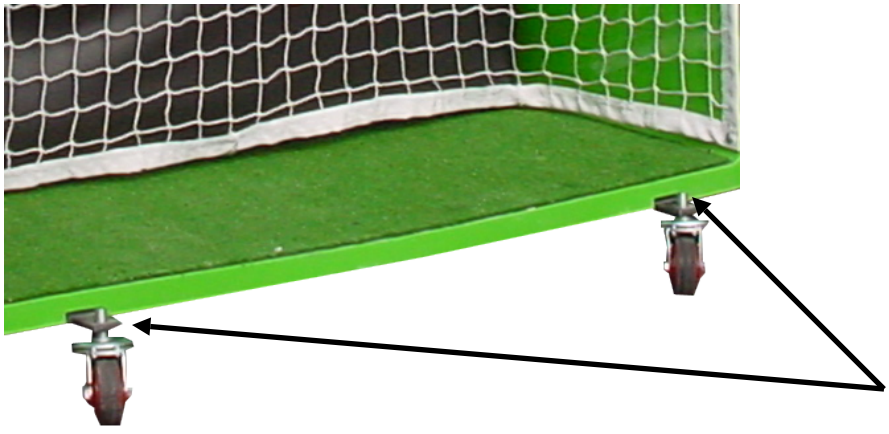
‘Highest Score’ Display

‘Credit’ Display

SOCCERMANIA

Machine description





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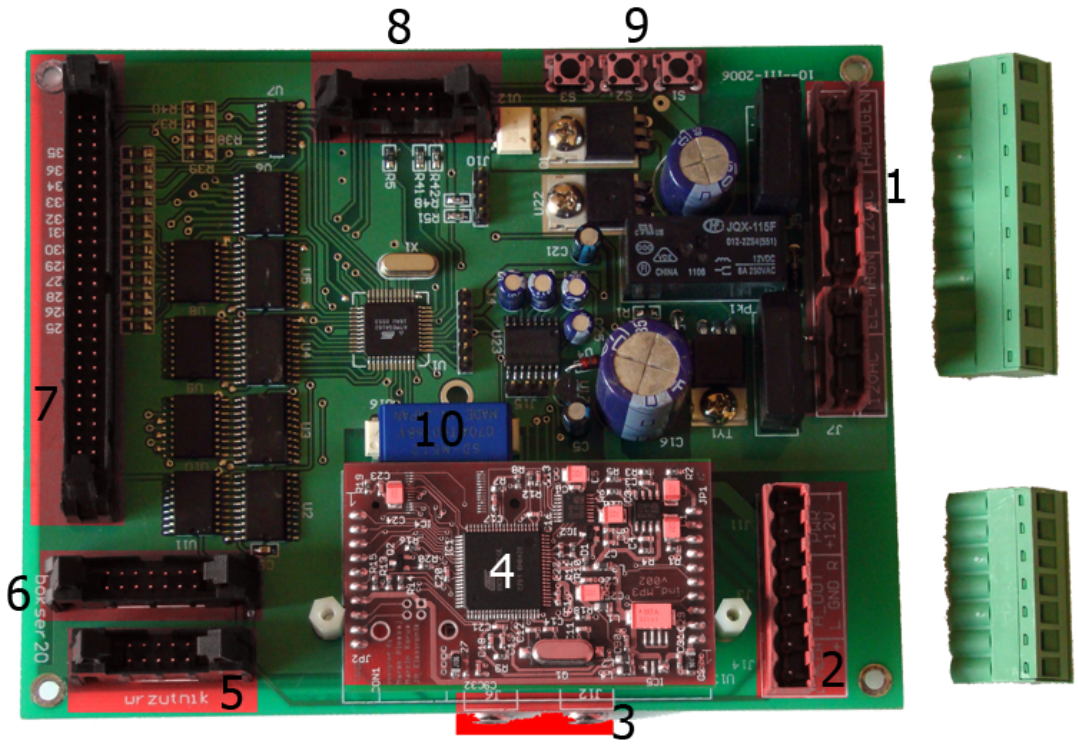
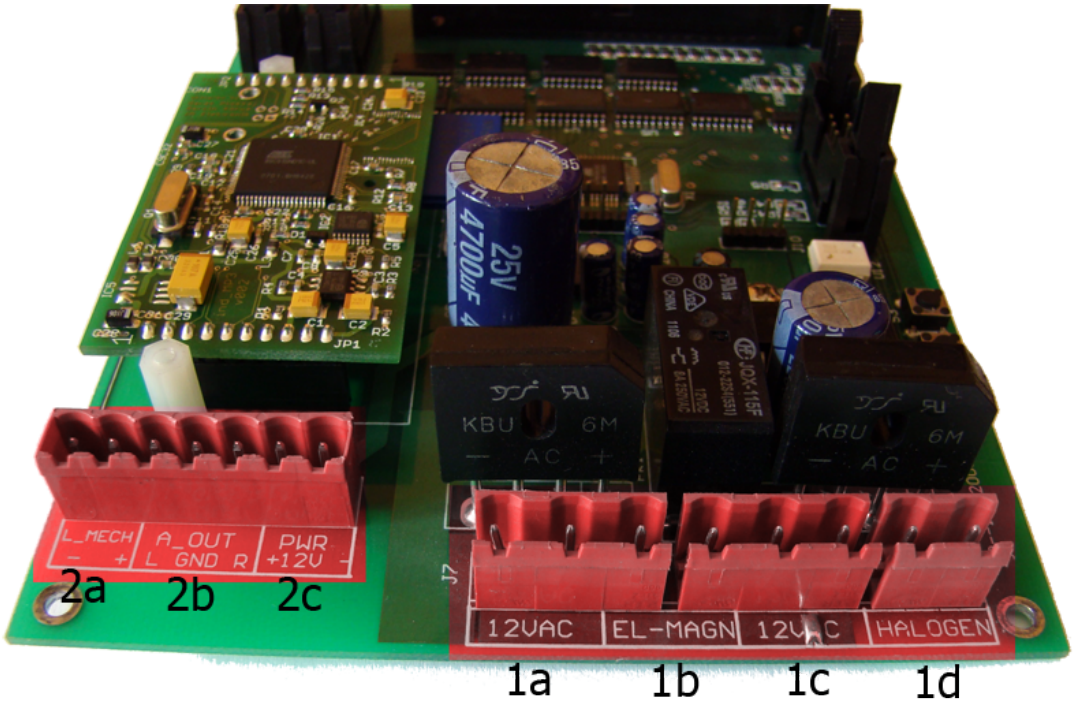
Main Board description



1. First plug (more on page 7)
2. Second Plug (more on page 7)
3. Sensor outlet
4. MP3 Player
5. Coin-acceptor plug
6. Football controler (only in Autoball spec.)
7. Displays plug
8. Start button plug
9. Control buttons
10. Memory card

SOCCERMANIA

Main Board description



2a. Mechanical counter

2b. Audio out

2c. 12V DC power out (for amplifier)

1a. 12V AC main power in

1b. Electromagnet (only for boxer)

1c. 12V AC power in

1d. Halogen lighting

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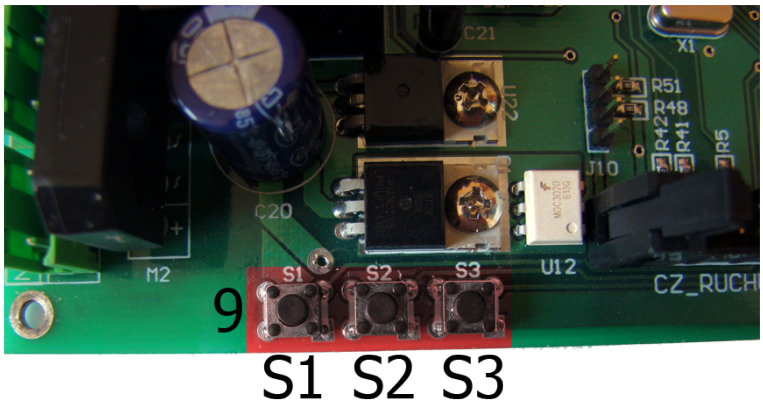
Main Board description



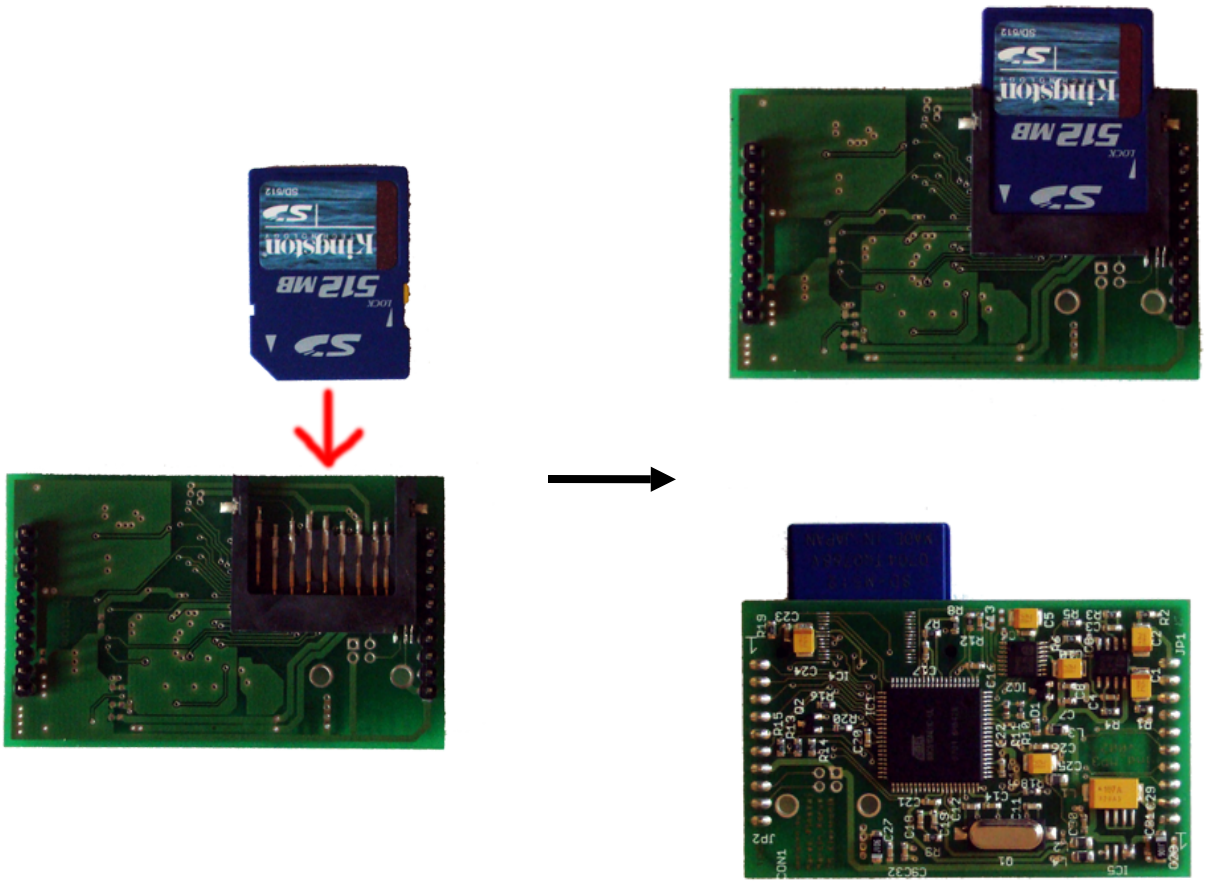
S1 S2 S3

S1 = Enter and next functions by the menu numbers

S2 = - (previous)

S3 = + (next)

Memory card instalation



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Menu Setting

	DIFFICULTY LEVEL (001 EASY, 002 MEDIUM, 003 HARD) RECOMMENDED 002
	“GAME” VOLUME LEVEL (001- 031) RECOMMENDED 22
	“GAME” LOW TONE (001- 031) RECOMMENDED 24
	“GAME” HIGH TONE (001- 031) RECOMMENDED 22

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Menu Setting

	FREE PLAY MODE (ON/0FF)
	MATCH MODE (ON/OFF)
	PERCENTAGE OF WIN MATCH (1%-100%)
	LIMIT MAX SCORE (500 - 999) RECOMMENDED 999

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Menu Setting

	REDUCE “HIGHEST SCORE” EVERY 001 – 120 HOURS OF MACHINE WORK RECOMMENDED OO4 PRESS S2 AND S3 BUTTONS IN ONE TIME AND HOLD IT FOR 3 SECONDS TO REDUCE RECORD TO 000
	DEMO REPEAT TIME (001 – 099 MINUTES) RECOMMENDED 015 MIN.
	CREDIT SETING FOR FIRST CHANEL OF COIN ACCEPTOR (0.10 – 100 CREDITS) *EXAMPLE:* *a) FOR 1$ GAME = 4 COINS **0,25$*** *SET 0.25 (CREDIT)* *b) FOR 0,5 $ GAMES = 2COINS **0,25$*** *SET 0,5 (CREDIT)*
	CREDIT SETING FOR SECOND CHANEL OF COIN ACCEPTOR (0.10 – 100 CREDITS) *EXAMPLE:* *a) FOR 1$ GAME = 2 COINS **0,5$*** *SET 0,5 (CREDIT)* *b) FOR 0,5$ GAMES = 1 COIN **0,5$*** *SET 1.00 (CREDIT)*

SOCCERMANIA

Menu Setting

	CREDIT SETING FOR THIRD CHANEL OF COIN ACCEPTOR (0.10 – 100 CREDITS) *EXAMPLE:* *a) FOR 1$ GAMES = 1COIN **1$*** *SET 1.00 (CREDIT)* *b) FOR 0,5$ GAME = 1 COIN **1$*** *SET 2.00 (CREDITS)*
	CREDIT SETING FOR FIRST CHANEL OF BILL ACCEPTOR (0.10 – 100 CREDITS) *EXAMPLE:* *a) FOR 1$ GAME = 1 BILL **1$*** *SET 1.00 (CREDIT)* *b) FOR 0,5$ GAME = 1 BILL **1$*** *SET 2.00 (CREDITS)*
	CREDIT SETING FOR SECOND CHANEL OF BILL ACCEPTOR (0.10 – 100 CREDITS) *EXAMPLE:* *a) FOR 1$ GAME = 1 BILL **5$*** *SET 5.00 (CREDITS)* *b) FOR 0,5$ GAME = 1 BILL **5$*** *SET 010 (CREDITS)*
	CREDIT SETING FOR THIRD CHANEL OF BILL ACCEPTOR (0.10 – 100 CREDITS) *EXAMPLE:* *a) FOR 1$ GAME = 1 BILL **10$*** *SET 010 (CREDITS)* *b) FOR 0,5$ GAME = 1 BILL **10$*** *SET 020 (CREDITS)*

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Menu Setting

	CREDIT SETING FOR FOURTH CHANEL OF BILL ACCEPTOR (0.10 – 100 CREDITS) *EXAMPLE:* *a) FOR 1$ GAME = 1 BILL **20$*** *SET 020 (CREDITS)* *b) FOR 0,5$ GAME = 1 BILL **20$*** *SET 040 (CREDITS)*
	SETTINGS FOR MONEY (OR PAID CREDITS) COUNTERS FOR FIRST CHANEL OF COIN ACCEPTOR (0.10 – 500) FOR **0.25$** SET 0.25
	SETTINGS FOR MONEY (OR PAID CREDITS) COUNTERS FOR SECOND CHANEL OF COIN ACCEPTOR (0.10 – 500) FOR **0.5$** SET 0.50
	SETTINGS FOR MONEY (OR PAID CREDITS) COUNTERS FOR THIRD CHANEL OF COIN ACCEPTOR (0.10 – 500) FOR **1$** SET 1.00

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Menu Setting

	SETTINGS FOR MONEY (OR PAID CREDITS) COUNTERS FOR FIRST CHANEL OF BILL ACCEPTOR (0.10 – 500) FOR **1$** SET 1.00
	SETTINGS FOR MONEY (OR PAID CREDITS) COUNTERS FOR SECOND CHANEL OF BILL ACCEPTOR (0.10 – 500) FOR **5$** SET 5.00
	SETTINGS FOR MONEY (OR PAID CREDITS) COUNTERS FOR THIRD CHANEL OF BILL ACCEPTOR (0.10 – 500) FOR **10$** SET 010
	SETTINGS FOR MONEY (OR PAID CREDITS) COUNTERS FOR Fourth CHANEL OF BILL ACCEPTOR (0.10 – 500) FOR **20$** SET 020

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Menu Setting

	CORRECTION OF POWER FOR FIRST LEVEL OF DIFFICULTY (PLL 001) RECOMMENDED 021 (001 – 100) 001 - VERY EASY 050 - VERY HARD 100 - IMPOSSIBLE
	CORRECTION OF POWER FOR SECOND LEVEL OF DIFFICULTY (PLL 002) RECOMMENDED 023 (001 – 100) 001 - VERY EASY 050 - VERY HARD 100 - IMPOSSIBLE
	CORRECTION OF POWER FOR THIRD LEVEL OF DIFFICULTY (PLL 003) RECOMMENDED 026 (001 – 100) 001 - VERY EASY 050 - VERY HARD 100 - IMPOSSIBLE
	MONEY COUNTER ERESABLE MEMORY *<u>FOR RESET PRESS AND HOLD FOR 3 SECONDS S2 AND S3 BUTTONS</u>* a) 001 on score display 1.25 on hi-score display = 11.25$ b) 001 on score display 125 on hi-score display = 1125$

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Menu Setting

	MONEY COUNTER NON ERESABLE MEMORY
	CREDITS COUNTER ERESABLE MEMORY FOR RESET PRESS AND HOLD FOR 3 SECONDS S2 AND S3 BUTTONS
	CREDITS COUNTER NON ERESABLE MEMORY
	BONUS CREDITS ERESABLE MEMORY FOR RESET PRESS AND HOLD FOR 3 SECONDS S2 AND S3 BUTTONS

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Menu Setting

	BONUS CREDITS NON ERESABLE MEMORY
	ADDRESS OF GSM MODULE
	RESTITUTION FACTORY SETINGS (YES/NO)
	EXIT FROM MENU. MACHINE IS READY FOR USE

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How to play the game

1. Insert coin/coins into the coin acceptor or note/notes into a bill acceptor.
2. Press Start Button.

2b. Wait for football to come out (in Autoball spec.)

3. Place the ball in comfortable place
4. Hit the ball into the goal
5. Watch Your score on the display